

# Chris McBain

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Recently employed as a programmer for One Thumb Mobile in Glasgow, where I was responsible for adding new content and the ongoing maintenance for the mobile MMO Celtic Heroes. Now seeking new opportunities to widen my programming knowledge and understanding of the development process by continuing to work within the games industry.

## One Thumb Mobile

During my time working on Celtic Heroes I gained valuable knowledge of working on a live MMO, particularly with Unity and C#.

When creating or modifying content or systems I would be working initially with our art and design teams to meet the required specifications and later with QA once the changes had been completed. Changes would continue to be supervised through internal and beta testing until ready for inclusion with the next release.

Most notable of the systems brought from design to implementation was the introduction of an Auction House to Celtic Heroes. This included helping with the clients UI, building new systems for server including new database functionality, and the modification of support tools and logging systems.

The latest release of Celtic Heroes which I contributed to was The Corrupted Gardens, released May this year.

## Skills

<b>C#</b>	Using Visual Studio IDE for all projects including the client, server and multiple tools used to run Celtic Heroes
<b>C++</b>	Used for the majority of my Abertay coursework
<b>Unity</b>	Building the Celtic Heroes client for both Android and iOS, and for my Honours project
<b>WinForms</b>	Creation and maintenance of tools for the operation of Celtic Heroes
<b>MySQL</b>	Database access and manipulation for Celtic Heroes
<b>Toad for MySQL</b>	Comparison and migration between Celtic Heroes Internal, Beta and Live Databases
<b>TortoiseSVN</b>	Source Control for the Celtic Heroes projects
<b>Git for Windows</b>	Source Control for University and Hubble Bubble projects

## Education

### ***Abertay University***

BSc (Hons) Computer Games Technology – 2011 – 2015 – Classification – First Class

### ***Strathclyde University***

BSc Architectural Studies – 2002 - 2007

## Experience

Game Content Programmer – One Thumb Mobile – Mar 2017 – June 2018

Junior Programmer – One Thumb Mobile – Nov 2015 – Mar 2017

Customer Contact Representative – Direct Line – August 2007 – April 2011

## Projects

### ***Honours Project – Creating an Adaptive A.I. for games using the Adaptive Resonance Theory***

- Abertay Showcase 2015 - YoYo Games Prize for Applied Theory

The main challenge for my honours project was the implementation of a suitable machine learning technique - the Adaptive Resonance Theory (ART) was chosen for its ability to switch between operation and learning functionality. The project was demonstrated through a game of hide-and-seek built in Unity.

### ***Prototype Game Development – Titan1um***

A brief given by Guerilla Tea, to create a 2.5D side scroller featuring dynamic cutting. I took on the role of lead programmer. Within the project I worked on the systems required to translate 2D gestures into the 3D scene to allow the cutting of objects, and the rigging of the T1m character mesh.

### ***Rockspin – Hubble Bubble***

A client brief to create an initial prototype for a click & collect style game. My own work focused around the creation of a camera system capable of following a branching path system, including control of both the direction and position while travelling.

### ***Abertay Game Development Society***

I was involved with the creation of the AGDS, bringing students together into small teams to work on game prototypes during one or two semesters. During the summers of 2013 and 2014 I aided with the AGDS presence at Dare To Be Digital.

***References can be made available on request***